

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device having a game operable upon a wager, the gaming device comprising:

at least one display device;

at least one memory device;

a processor adapted to retrieve from the memory device data which represents a plurality of graphical images and to generate the graphical images on the display device; and

a display frame defined by the display device, said display frame having predetermined dimensions,

whereby at least one of the graphical images specified by the data has at least one dimension which is larger than one dimension of the display frame.

Claim 2 (original): The gaming device of Claim 1, wherein the memory device includes a plurality of image buffers.

Claim 3 (original): The gaming device of Claim 1, which includes varying screen depths associated with each graphical image.

Claim 4 (original): The gaming device of Claim 1, which includes varying Z-level positions associated with each graphical image.

Claim 5 (original): The gaming device of Claim 1, which includes an XY position associated with each graphical image.

Claim 6 (original): The gaming device of Claim 5, wherein at least one of the XY position is adapted to change with time.

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Claim 7 (original): The gaming device of Claim 1, which includes a velocity associated with at least one graphical image.

Claim 8 (original): The gaming device of Claim 1, which includes at least one animation defined by the plurality of graphical images.

Claim 9 (original): The gaming device of Claim 1, wherein the data includes pixel values.

Claim 10 (original): The gaming device of Claim 9, which includes transparent pixel values.

Claim 11 (original): The gaming device of Claim 1, which includes means for detecting collisions of graphical images.

Claim 12 (original): The gaming device of Claim 1, whereby the display device is adapted to display at any one time a portion of at least one of the graphical images, wherein said graphical image is larger than the display frame.

Claim 13 (original): The gaming device of Claim 12, wherein the larger graphical image is a background image.

Claim 14 (original): The gaming device of Claim 12, which includes a velocity specified for the larger graphical image.

Claim 15 (original): The gaming device of Claim 12, which includes a changing position specified for the larger graphical image.

Claim 16 (original): The gaming device of Claim 1, wherein said dimensioned graphical image includes a plurality of sections.

Claim 17 (original): The gaming device of Claim 16, wherein said sections are modular.

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Claim 18 (currently amended): An improved gaming device having a game operable upon a wager, the improved gaming device including a processing unit adapted to communicate with a memory device, at least one buffer memory device, a display processor and at least one display device which includes a display frame wherein the display frame is adapted to display, at any one time, at least one graphical image, wherein the improvement comprises: said graphical image being specified to have at least one dimension which is larger than at least one display frame dimension.

Claim 19 (original): The improved gaming device of Claim 18, wherein said specified graphical image includes a plurality of sections.

Claim 20 (currently amended): An improved gaming device having a game operable upon a wager, the improved gaming device including a processing unit adapted to communicate with at least one memory device and at least one display device including a display frame, said the processing unit adapted to generate at least one animation by displaying a plurality of graphical images simultaneously, wherein the improvement comprises: at least one of the graphical images having a size which requires that only part of the graphical image be displayed on the display frame at any one time.

Claim 21 (original): The improved gaming device of Claim 20, wherein said sized graphical image includes a plurality of sections.

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Claim 22 (currently amended): A method of enabling a player to view a gaming device having a game operable upon a wager, said method comprising the steps of:

(a) retrieving from a memory device, data representing a plurality of graphical images, said data specifying at least one of the graphical images to have at least one dimension which is larger than at least one display frame dimension;

(b) transferring said data to image buffers, each of which is associated with a graphical image; and

(c) displaying at least part of certain graphical images on a display frame.

Claim 23 (original): The method of Claim 22, which includes the step of displaying a plurality of graphical images simultaneously.

Claim 24 (original): The method of Claim 22, which includes the step of displaying the graphical images at different screen depths.

Claim 25 (original): The method of Claim 22, which includes the step of moving at least one graphical image.

Claim 26 (original): The method of Claim 22, which includes the step of retrieving data from a memory device representing graphical images of various sizes.

Claim 27 (original): The method of Claim 22, which includes the step of retrieving data representing at least one background graphical image having a size larger than a display frame dimension.

Claim 28 (original): The method of Claim 22, which includes the step of retrieving data representing at least one background graphical image having a size larger than all other graphical images.

Claim 29 (original): The method of Claim 27, which includes the step of specifying a velocity for the background graphical image.

Claim 30 (original): The method of Claim 27, which includes the step of specifying a changing XY position for the background graphical image.

Claim 31 (original): The method of Claim 27, which includes the step of causing the background graphical image to appear to be moving.

Claim 32 (original): The method of claim 27, which includes the step of moving the background graphical image.

Claim 33 (original): The method of Claim 27, which includes the step of maintaining the background graphical image in a static condition.

Claim 34 (original): The method of Claim 33, which includes the step of moving at least one graphical image, other than the background graphical image.

Claim 35 (original): The method of Claim 22, which includes the step of creating an animation.

Claim 36 (original): The method of Claim 22, which includes the step of creating an animation by moving at least one graphical image.

Claim 37 (original): The method of Claim 22, which includes the step of conserving computer memory by creating an animation by moving one graphical image instead of generating a plurality of frames of graphical images in succession.

Claim 38 (original): The method of Claim 22, which includes the steps of transferring pixel values to the image buffers and transferring pixel values to the display processor.

Claim 39 (original): The method of Claim 22, which includes the step of maintaining transparent pixel values in the image buffers.

Claim 40 (original): The method of Claim 22, which includes the step of providing a screen connected to said display processor.

Claim 41 (original): The method of Claim 40, which includes the step of causing said screen to appear to move.

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Claim 42 (original): The method of Claim 22, which includes the step of enabling a player to determine the direction in which said graphical image moves.

Claim 43 (original): The method of Claim 22, which includes the step of enabling a player to evaluate the velocity at which said graphical image moves.

Claim 44 (original): The method of Claim 22, wherein step (c) includes the step of displaying at least one section of at least one graphical image, wherein said graphical image is larger than a display frame dimension.

Claim 45 (original): The method of Claim 22, wherein step (c) includes the step of displaying at least one section of at least one graphical image.

Claim 46 (original): The method of Claim 45, which includes the step of retrieving transparent data which represents certain sections of certain graphical images.

Claim 47 (original): The method of Claim 46, which includes the step of transferring said transparent data to certain image buffers.

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Claim 48 (currently amended). A method of enabling a player to view at least one animation on a gaming device having a game operable upon a wager, said method comprising the steps of:

- (a) retrieving from a memory device, varying depth orders associated with a plurality of graphical images;
- (b) retrieving from a memory device, a plurality of pixel values representing the graphical images, at least one of said graphical images having a dimension which is greater than at least one display frame dimension;
- (c) transferring the values to at least one frame buffer;
- (d) transferring the values associated with each graphical image to at least one display processor, in order of decreasing depth; and
- (e) displaying the graphical images, image-by-image.

Claim 49 (original): The method of Claim 48, wherein step (d) causes the pixel value transferred to a particular frame buffer location to replace any pixel value previously transferred thereto.

Claim 50 (original): The method of Claim 48, which includes the step of displaying a plurality of graphical images in succession.

Claim 51 (original): The method of Claim 48, which includes the step of animating at least one graphical image by displaying a plurality of graphical images in succession which consist of variations of such graphical image.

Claim 52 (original): The method of Claim 48, which includes the step of causing such graphical images to appear to be layered on a display device.

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Claim 53 (currently amended) A gaming device having a game operable upon a wager, the gaming device comprising:

at least one display device including a display frame having predetermined dimensions;

at least one memory device including pixel data associated with at least one graphical image which is larger in size than the at least one display frame dimension; and

processor means for accessing said memory device to obtain said pixel data, processing said pixel data and sending signals to said display device based on said processed pixel data.

Claim 54 (original): The gaming device of Claim 53, wherein the graphical image has at least one width dimension which is greater than at least one width dimension of the display frame.

Claim 55 (original): The gaming device of Claim 53, wherein the graphical image has at least one height dimension which is greater than at least one height dimension of the display frame.

Claim 56 (original): The gaming device of Claim 53, which includes a movement specification associated with the graphical image.

Claim 57 (original): The gaming device of Claim 53, which includes a scrolling specification associated with the graphical image.

Claim 58 (original): The gaming device of Claim 53, which includes a velocity specification associated with the graphical image.

Claim 59 (original): The gaming device of Claim 53, which includes a changing XY position associated with the graphical image.

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Claim 60 (original): The gaming device of Claim 53, which includes a Z-level specification associated with the graphical image.

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Claim 61 (original): The gaming device of Claim 53, which includes a boundary specification associated with the graphical image.

Claim 62 (original): The gaming device of Claim 61, wherein the boundary specification specifies a boundary larger than at least one of the display frame dimensions.

Claim 63 (original): The gaming device of Claim 53, wherein only a portion of the graphical image is visible on the display frame at any one time.

Claim 64 (original): The gaming device of Claim 53, wherein the memory device includes pixel data representing a plurality of graphical images.

Claim 65 (original): The gaming device of Claim 53, wherein at least one of the graphical images is associated with a scalar movement specification and at least one of the graphical images is associated with a non-scalar movement specification.

Claim 66 (currently amended) A method of enabling a player to view at least one animation on a gaming device having a game operable upon a wager, said method comprising the steps of:

- (a) retrieving from a memory device dimensional data for a graphical image, said data specifying the graphical image to have a dimension which is larger than at least one display frame dimension;
- (b) retrieving from a memory device movement data associated with the graphical image;
- (c) enabling a processor to write pixel data associated with the graphical image; and
- (d) displaying various portions of the graphical image as time elapses.

Claim 67 (original): The method of Claim 66, which includes the step of retrieving from a memory device Z-level data associated with the graphical image.

Claim 68 (original): The method of Claim 66, wherein step (a) includes the step of retrieving width data.

Claim 69 (original): The method of Claim 66, wherein step (a) includes the step of retrieving height data.

Claim 70 (original): The method of Claim 66, wherein step (b) includes the step of retrieving scrolling movement data.

Claim 71 (original): The method of Claim 66, wherein step (b) includes the step of retrieving velocity movement data.

Claim 72 (original): The method of Claim 66, wherein step (b) includes the step of retrieving XY position movement data.

Claim 73 (original): The method of Claim 66, which includes the step of retrieving pixel data representing a plurality of graphical images.

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Claim 74 (original): The method of Claim 73, which includes the steps of retrieving different Z-level data for at least two graphical images and displaying at least part of each said graphical image simultaneously.
